What is claimed is:

 \sum_{1}

- 1. A system comprising:
- 2 a storage element;
- a memory hierarchy coupled to the storage element;
- a processor coupled to the memory hierarchy, wherein the processor executes
- 5 instructions from the memory hierarchy and a replay handler is loaded into the memory
- 6 hierarchy and the processor executes the replay handler for replaying at least one
- 7 execution.
- 1 2. The system of claim 1 wherein the memory hierarchy is an instruction cache.
- 1 3. The system of claim 1 wherein the treplay handler is loaded into the memory
- 2 hierarchy in response to a signal.
- 1 4. The system of claim 1 wherein the replay handler includes the at least on
- 2 execution.
- 1 5. The system of claim 1 wherein the replay handler loads the at least one
- 2 execution into the memory hierarchy from an external device.
- 1 6. A system for replaying executions comprising:
- 2 a storage element;
- a memory hierarchy coupled to the storage element;
- a system bus coupled to the memory hierarchy;
- 5 a processor coupled to the system bus, wherein the processor executes instructions from
- 6 the memory hierarchy and wherein on a break, the processor reaches a steady state,
- 7 transfers original code of the memory hierarchy to the storage element, loads a replay
- 8 handler into the memory hierarchy and the processor executes the replay handler to
- 9 replay at least one execution.



- 1 7. The system of claim 6 wherein the original code is loaded into the memory
- 2 hierarchy after the at least one execution has been replayed.
- 1 8. The system of claim 6 further comprising a system memory and wherein the
- 2 storage element is a location in the system memory.
- 1 9. The system of claim 6 wherein the storage element is a hard drive.
- 1 10. A system comprising:
- 2 a memory hierarchy;
- a processor coupled to the memory hierarchy wherein the processor executes
- 4 instructions from the memory hierarchy;
- a port coupled to the processor and memory hierarchy;
- 6 a host system coupled to the port; and
- 7 wherein the host system generates a replay handler, generates at least one
- 8 execution and generates a signal for replaying the at least one execution.
- 1 11. The system of claim 10 wherein on the signal, original code of the memory
- 2 hierarchy is saved, the replay handler is loaded into the memory hierarchy from the host
- 3 system through the port, and the replay handler is executed by the processor.
- 1 12. The system of claim 11 wherein on the replay handler being executed, the replay
- 2 handler is modifiable by the host system.
- 1 13. The system of claim 12 wherein the replay handler is modified to alter starting
- 2 and stopping points of one of the at least one executions.
- 1 14. The system of claim 10 wherein a replay state is sent to the host system through
- 2 the port.



- 15. The system of claim 10, wherein the port is a network interface.
- 1 16. The system of claim 10, wherein the port is a serial interface.
- 1 17. A method for replaying executions comprising:
- 2 interrupting normal processor execution;
- 3 loading a replay/restart kernel;
- 4 replaying at least one execution; and
- 5 resuming normal executions.
- 1 18. The method of claim 17 further comprising generating the at least one execution.
- 1 19. The method of claim 18 further comprising accessing state information.
- 1 20. A method comprising:
- 2 interrupting processes executing on a processor;
- 3 storing minimal state information sufficient to later resume the interrupted
- 4 processes;
- 5 storing original code of an instruction cache;
- 6 loading a replay handler into the instruction cache;
- branching execution of the processor to the replay handler;
- 8 replaying a system execution a number of times from a starting point to a
- 9 stdpping point while monitoring state information;
- loading the original code into the instruction cache; and
- resuming interrupted processes utilizing the minimal state information.
 - 1 21. The method of claim 20 further comprising:
- 2 modifying the number of times, the starting point and the stopping point by a
- 3 user.



- 22. The method of claim 20 further comprising:
- 2 generating the system execution by tracing an execution of a program.
- 1 23. A computer readable medium containing computer instructions for instructing a
- 2 processor to perform a method of:
- 3 generating at least one execution;
- 4 interrupting normal processing;
- 5 loading a replay handler;
- 6 replaying at least one execution;
- 7 accessing state information;
- 8 storing state information, and
- 9 resuming normal processing.